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# Children's Television Programming Report

FRN: **0023513849** | File Number: **CPR-150538** | Submit Date: **01/10/2014** | Call Sign: **WKTV** | Facility ID: **60654** | City:  
**UTICA** | State: **NY**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/10/2014** | Filing Status: **Active**

Report reflects information for : **Fourth Quarter of 2013**

General Information

Section	Question	Response
Attachments	Are attachments (other than associated schedules) being filed with this application?	

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

Applicant	Address	Phone	Email	Applicant Type

Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Utica
	Web Home Page Address	http://www.wktv.com/

Digital Core  
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core  
Programs(16)

Digital Core Program (1 of 16)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:00am
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	11/23/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	9/29/13 @ 7:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (2 of 16)		Response
Program Title		Pajanimals
Origination		Network
Days/Times Program Regularly Scheduled		Saturday, 10:30am
Total times aired at regularly scheduled time		11
Total times aired		13
Number of Preemptions		2
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		2

Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Pajanimals
List date and time rescheduled	11/23/13 @ 10am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Pajanimals
List date and time rescheduled	9/29/13 @ 1pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (3 of 16)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:00am
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
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Title of Program	Justin Time
List date and time rescheduled	11/23/13 @ 10:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	9/29/13 @ 1:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (4 of 16)		Response
Program Title	Tree Fu Tom	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 11:30am	
Total times aired at regularly scheduled time	11	
Total times aired	13	
Number of Preemptions	2	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	2	
Length of Program	30 mins	

Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmtun and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	11/23/13 @ 11am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	9/29/13 @ 2pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (5 of 16)	Response
Program Title	Lazytown

Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 12:00pm
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	11/23/13 @ 11:30am
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	12/14/13 @ 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	10/5/13 @ 7am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (6 of 16)	Response
Program Title	Make Way For Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 12:30 PM
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	11/30/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	12/28/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	

Reason for Preemption	Sports
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### Digital Preemption Programs #3

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	11/23/13 @ 12pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #4

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	11/9/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #5

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	12/14/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #6

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	10/19/13 @ 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19

Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	10/5/13 @ 7:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (7 of 16)	Response
Program Title	The Adventures of Chuck and Friends Ch 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventure of Chuck and Friends is an action comedy to inspire children especially 4-7 year old boys to approach playtime as an exciting limitless adventure in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 16)	Response
Program Title	Rescue Heroes Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday,7:30am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 16)	Response
Program Title	Sonic X Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 8:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 16)	Response
Program Title	Bolts & Blip Ch 29.2
Origination	Network



Days/Times Program Regularly Scheduled	Saturday, 8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Bolts & Blip: It's 2080 and the earth is at peace thanks to the C.R.A.T.E.R Project, an intergalactic sports circuit located on the moon where Robotic teams battle to settle Earth's disputes. When two robot misfits, Bolts & Blip, accidentally become members of the League's last placed team, they are determined to prove themselves and help their new ragtag friends climb the ranks. But the stakes get even bigger when they discover that both the moon and Earth are threatened by the evil Dr. Blood! Will these little robots become big heroes?
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 16)           Response	
Program Title	The Spectacular Spider Man Ch 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Spectacular Spider-Man: After a spider bite transforms him into Spectacular Spider-Man, 16-year-old Peter Parker works through his grief over the death of his beloved Uncle Ben by spending his summer vacation fighting crime. Muggers and thieves aren't much of a challenge, but everything that he thought to be true is suddenly challenged as Peter comes face-to-face with a rogues' gallery of villains, including the Vulture, Lizard, Green Goblin, Kingpin and Venom. As he tries to balance the pressures of teenage life with those of fighting crime, Peter learns about love, life, family, friendship - and what it takes to translate great power to great responsibility - as he encounters the vilest villains, falls for the most heartfelt loves, and faces his most dire crises as he battles the forces of evil.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 16)    Response	
Program Title	Justice League Unlimited Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The "founding members" of the Justice League, Superman, Batman, Wonder Woman, Flash, Martian Manhunter, Green Lantern and Hawkgirl continue to defend the planet from every known threat. Along the way, they are aided by a large number of other superheroes from the DC Universe, including Aquaman, Black Canary, Captain Marvel, Supergirl and more. The League not only clash with their famous nemeses, from Brainiac, Lex Luthor, Mantis and many others, but the building tensions between the Justice League and a secret government agency known as Project Cadmus.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 16)		Response
Program Title		Dragon Ball Z Kai Ch. 29.2
Origination		Network
Days/Times Program Regularly Scheduled		Saturday, 10:00AM
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		The epic adventure continues as the famous martial artist Goku and his son Gohan are shocked when they learn that Goku belongs to an alien race called the Saiyans, who are bent on destroying the Earth. Father and son travel the galaxy, battling Saiyans and other enemies in their heroic attempt to save the world from total destruction
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (14 of 16)	Response
Program Title	B-Daman Crossfire Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The story takes place in year 20XX - in the town of "East City," where the toy "B-Daman" is popular with children. "Riki Ryugasaki" is an elementary school boy in this town. He wants to be an adventurer when he grows up and his favorite word is "mystery." Riki has a lively personality, but can be a bit of an airhead at times - he marches to the beat of his own drum. One day Riki is taken to his first B-Daman event by his childhood friend and classmate, "Sumi Inaba." Although he doesn't participate as a player, Riki's natural curiosity sparks an interest towards B-Daman. And when Riki hears an urban legend about "a secret B-Daman tournament(-a tournament that only a very selected group of players are allowed to participate)" spreading amongst the children of the town, he is even strongly attracted to B-Daman. Riki is sure that the story is nonsense, but just then a mysterious, unidentifiable voice calls out to him: "Boy. There are still many things in this world that you know nothing about." Along with the voice, a boy, "Samuru Shigami" holding a White Dragon Type B-Daman appears. Riki senses something overwhelming in that cool and mysterious atmosphere. Samuru walks away and disappears from the arena alone. What is the mystery behind the B-Daman?
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 16)		Response
Program Title	Yu-Gi-Oh! Ch. 29.2	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 11:00am	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	7 years to 13 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! tells the tale of Yugi Moto, a young boy who solves an ancient artifact known as the Millennium Puzzle, causing his body to play host to a mysterious spirit. Yugi and his friends love playing the card game Duel Monsters, and with the help of his doppelganger, Yugi becomes the most famous duelist in the world. When Yugi learn that the spirit inside his puzzle is actually an unnamed Pharaoh from Egyptian times, he and his friends attempt to help the Pharaoh regain his memories.	
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes	

Digital Core Program (16 of 16)		Response
Program Title	Yu-Gi-Oh! Zexal Ch. 29.2	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 11:30am	
Total times aired at regularly scheduled time	13	
Total times aired		

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yuma Tsukumo is a young duelist who strives to become the Duel Monsters champion. During a duel with a school bully, a mysterious spirit called Astral appears before him, and helps him to win. Astral explains to Yuma he is searching for his lost memories, which have been transformed into 99 Xyz Monsters cards called Numbers and have been scattered across the globe. In order to recover his memories, Astral teams up with Yuma in order to recover the Numbers cards. Using the powers of Zexal, the two must compete with Numbers Hunters, who seek to claim the Numbers cards for themselves in order to destroy Astral's home world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core  
Educational and  
Informational  
Programming (0)

Sponsored Core  
Programming (0)



Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Lydia Beagle
Address	5936 Smith Hill Road
City	Utica
State	NY
Zip	13502
Telephone Number	315-793-3477
Email Address	lbeagle@wktv.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	BROADCAST EFFORTS Public Service Announcements WKTV broadcasts public service announcements designed to enhance the education of children in the target audience of our network programming. Special emphasis is placed on areas of education, physical and mental health, personal safety, anti-drug information and better decision making. In addition to locally produced and broadcast Public Service Announcements aired by WKTV, the stations efforts are augmented by PSAs produced and presented on the NBC network. NON-BROADCAST EFFORTS Personal Appearances Station staff often makes personal appearances at local schools, speaking in front of classes, student groups and at career development events.

Other Matters (16)

Other Matters (1 of 16)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

Other Matters (2 of 16)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.
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Other Matters (3 of 16)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:00am
Total times aired at regularly scheduled time	1
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination

Other Matters (4 of 16)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:30am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmtun and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.

Other Matters (5 of 16)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 12:00pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures

Other Matters (6 of 16)	Response
Program Title	Make Way For Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 12:30 PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.

Other Matters (7 of 16)	Response
Program Title	The Adventures of Chuck and Friends Ch 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventure of Chuck and Friends is an action comedy to inspire children especially 4-7 year old boys to approach playtime as an exciting limitless adventure in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor.

Other Matters (8 of 16)	Response
Program Title	Rescue Heroes Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere.

Other Matters (9 of 16)	Response
Program Title	Sonic X Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world!

Other Matters (10 of 16)	Response
Program Title	Bolts & Blip Ch 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Bolts & Blip: It's 2080 and the earth is at peace thanks to the C.R.A.T.E.R Project, an intergalactic sports circuit located on the moon where Robotic teams battle to settle Earth's disputes. When two robot misfits, Bolts & Blip, accidently become members of the League's last placed team, they are determined to prove themselves and help their new ragtag friends climb the ranks. But the stakes get even bigger when they discover that both the moon and Earth are threatened by the evil Dr. Blood! Will these little robots become big heroes?

Other Matters (11 of 16)	Response
Program Title	The Spectacular Spider Man Ch 29.2
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Spectacular Spider-Man: After a spider bite transforms him into Spectacular Spider-Man, 16-year-old Peter Parker works through his grief over the death of his beloved Uncle Ben by spending his summer vacation fighting crime. Muggers and thieves aren't much of a challenge, but everything that he thought to be true is suddenly challenged as Peter comes face-to-face with a rogues' gallery of villains, including the Vulture, Lizard, Green Goblin, Kingpin and Venom. As he tries to balance the pressures of teenage life with those of fighting crime, Peter learns about love, life, family, friendship - and what it takes to translate great power to great responsibility - as he encounters the vilest villains, falls for the most heartfelt loves, and faces his most dire crises as he battles the forces of evil.

Other Matters (12 of 16)	Response
Program Title	Justice League Unlimited Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The "founding members" of the Justice League, Superman, Batman, Wonder Woman, Flash, Martian Manhunter, Green Lantern and Hawkgirl continue to defend the planet from every known threat. Along the way, they are aided by a large number of other superheroes from the DC Universe, including Aquaman, Black Canary, Captain Marvel, Supergirl and more. The League not only clash with their famous nemeses, from Brainiac, Lex Luthor, Mantis and many others, but the building tensions between the Justice League and a secret government agency known as Project Cadmus.

Other Matters (13 of 16)	Response
Program Title	Dragon Ball Z Kai Ch. 29.2
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The epic adventure continues as the famous martial artist Goku and his son Gohan are shocked when they learn that Goku belongs to an alien race called the Saiyans, who are bent on destroying the Earth. Father and son travel the galaxy, battling Saiyans and other enemies in their heroic attempt to save the world from total destruction.

Other Matters (14 of 16)	Response
Program Title	B-Daman Crossfire Ch 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The story takes place in year 20XX - in the town of "East City," where the toy "B-Daman" is popular with children. "Riki Ryugasaki" is an elementary school boy in this town. He wants to be an adventurer when he grows up and his favorite word is "mystery." Riki has a lively personality, but can be a bit of an airhead at times - he marches to the beat of his own drum. One day Riki is taken to his first B-Daman event by his childhood friend and classmate, "Sumi Inaba." Although he doesn't participate as a player, Riki's natural curiosity sparks an interest towards B-Daman. And when Riki hears an urban legend about "a secret B-Daman tournament(-a tournament that only a very selected group of players are allowed to participate)" spreading amongst the children of the town, he is even strongly attracted to B-Daman. Riki is sure that the story is nonsense, but just then a mysterious, unidentifiable voice calls out to him: "Boy. There are still many things in this world that you know nothing about." Along with the voice, a boy, "Samuru Shigami" holding a White Dragon Type B-Daman appears. Riki senses something overwhelming in that cool and mysterious atmosphere. Samuru walks away and disappears from the arena alone. What is the mystery behind the B-Daman?

Other Matters (15 of 16)	Response
Program Title	Yu-Gi-Oh! Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:00am



Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yu-Gi-Oh! tells the tale of Yugi Moto, a young boy who solves an ancient artifact known as the Millennium Puzzle, causing his body to play host to a mysterious spirit. Yugi and his friends love playing the card game Duel Monsters, and with the help of his doppelganger, Yugi becomes the most famous duelist in the world. When Yugi learn that the spirit inside his puzzle is actually an unnamed Pharaoh from Egyptian times, he and his friends attempt to help the Pharaoh regain his memories

Other Matters (16 of 16)	Response
Program Title	Yu-Gi-Oh! Zexal Ch. 29.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Yuma Tsukumo is a young duelist who strives to become the Duel Monsters champion. During a duel with a school bully, a mysterious spirit called Astral appears before him, and helps him to win. Astral explains to Yuma he is searching for his lost memories, which have been transformed into 99 Xyz Monsters cards called Numbers and have been scattered across the globe. In order to recover his memories, Astral teams up with Yuma in order to recover the Numbers cards. Using the powers of Zexal, the two must compete with Numbers Hunters, who seek to claim the Numbers cards for themselves in order to destroy Astral's home world.

Certification

Question	Response
<p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p><b>Smith Media License Holdings, LLC</b></p>

**Attachments**

No Attachments.